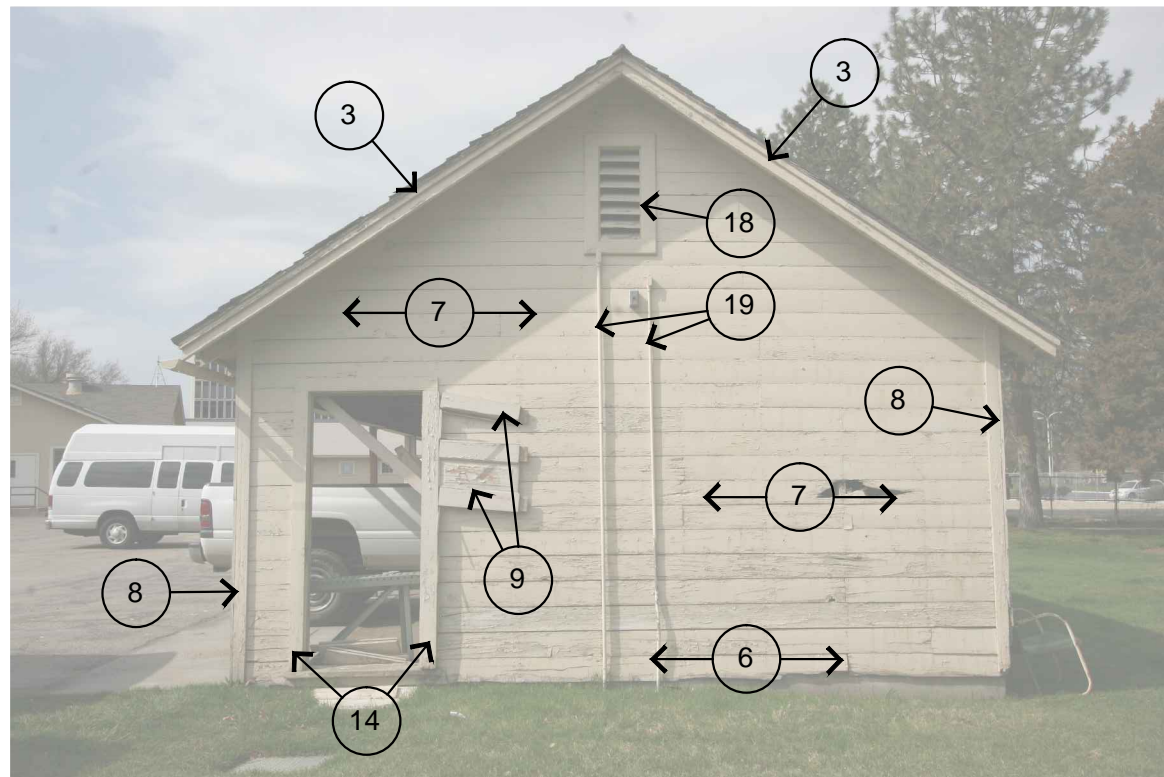




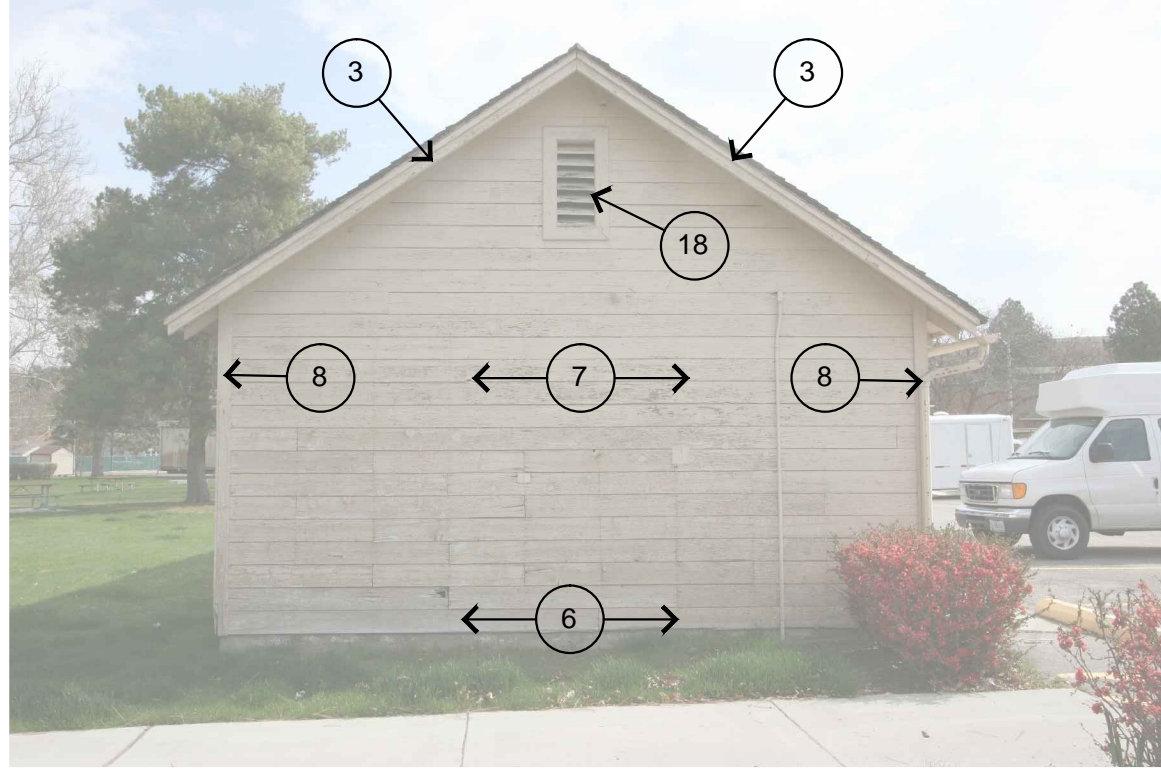
Δ B.21-1 NORTH ELEVATION



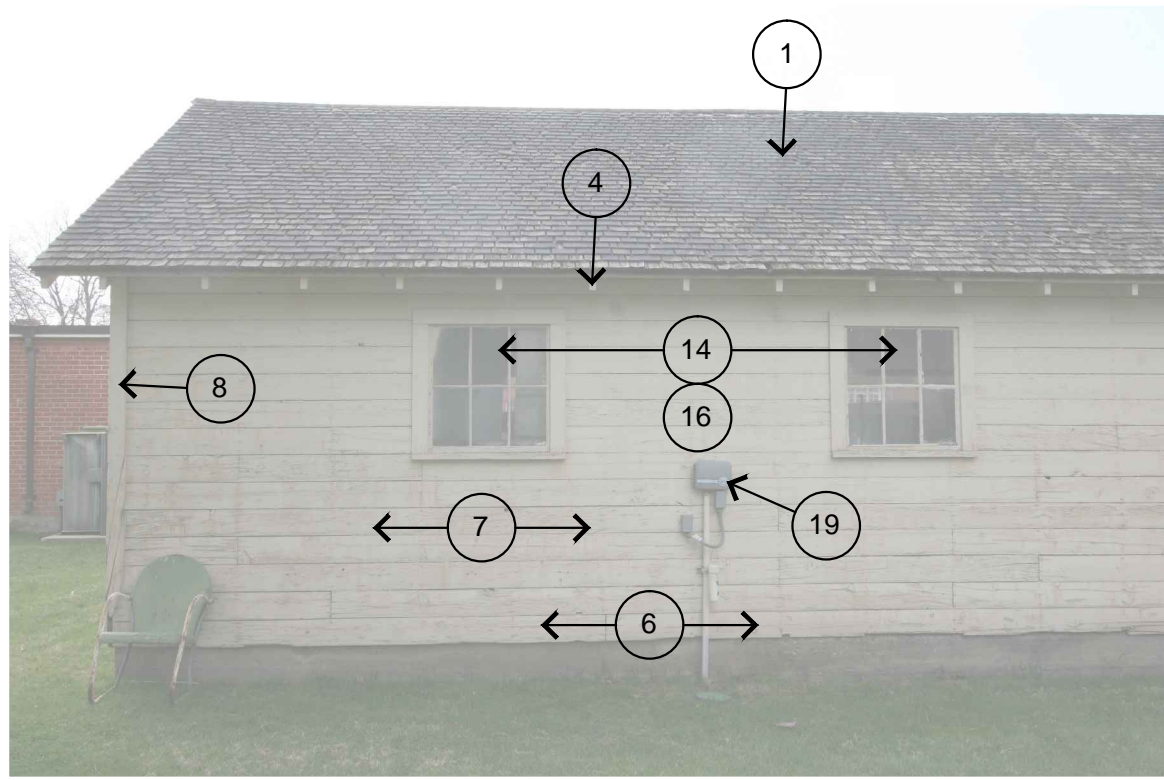
Δ B.21-2 EAST ELEVATION



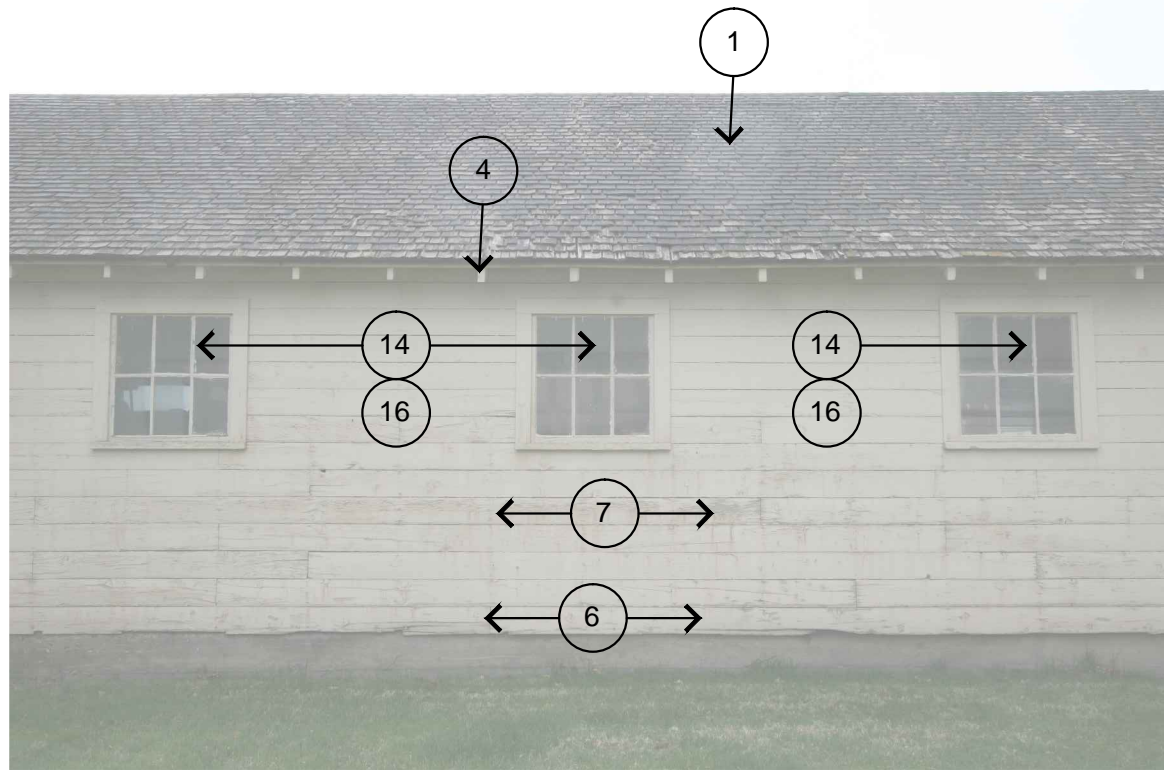
Δ B.21-3 SOUTH ELEVATION



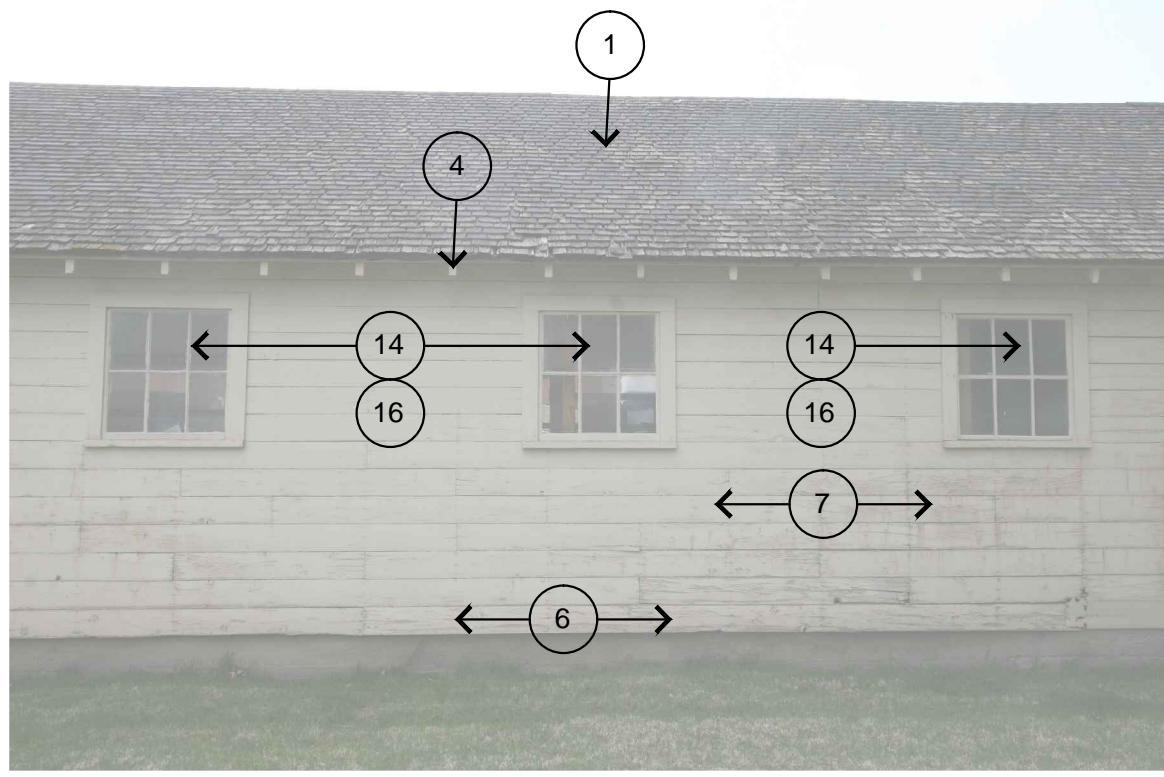
Δ B.21-4 WEST ELEVATION



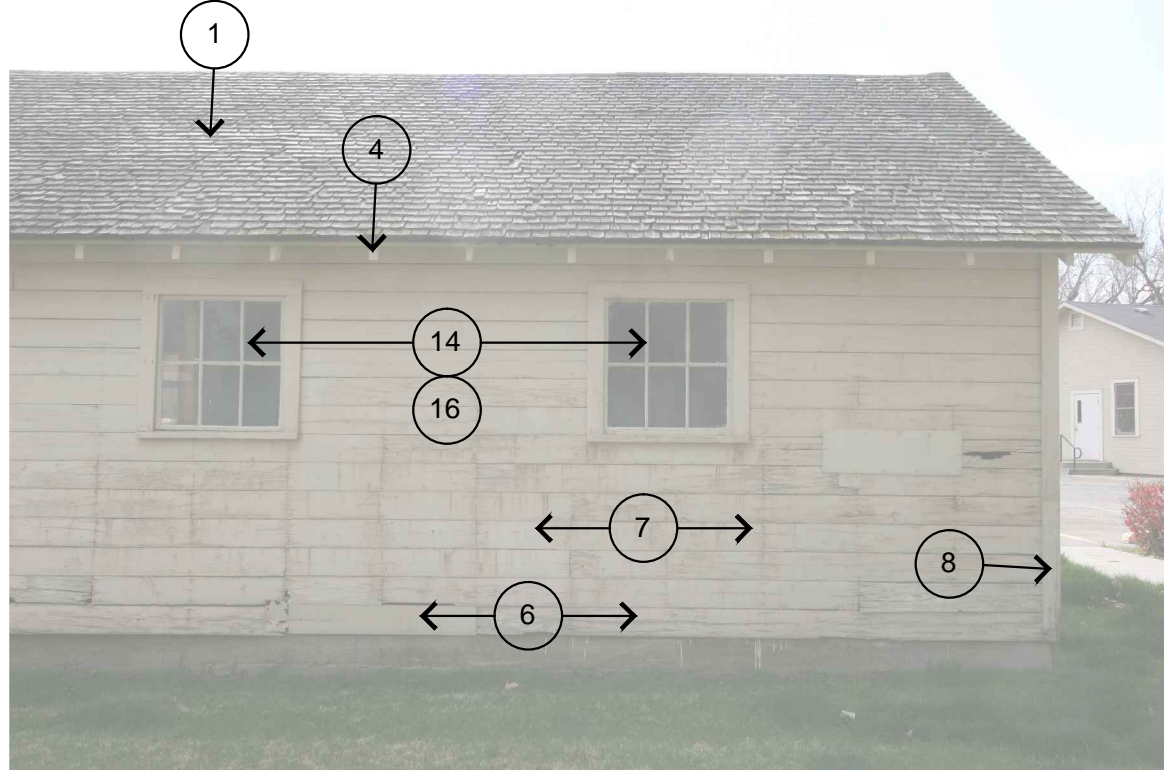
Δ B21-1A



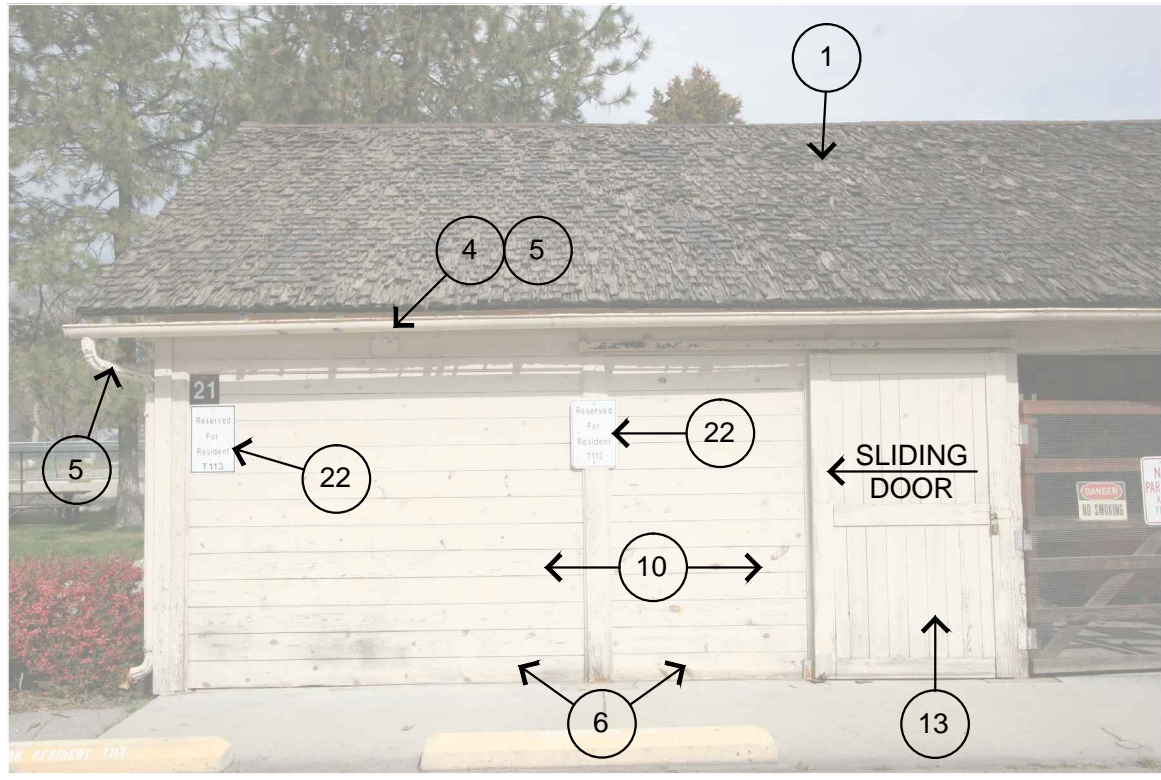
Δ B21-1B



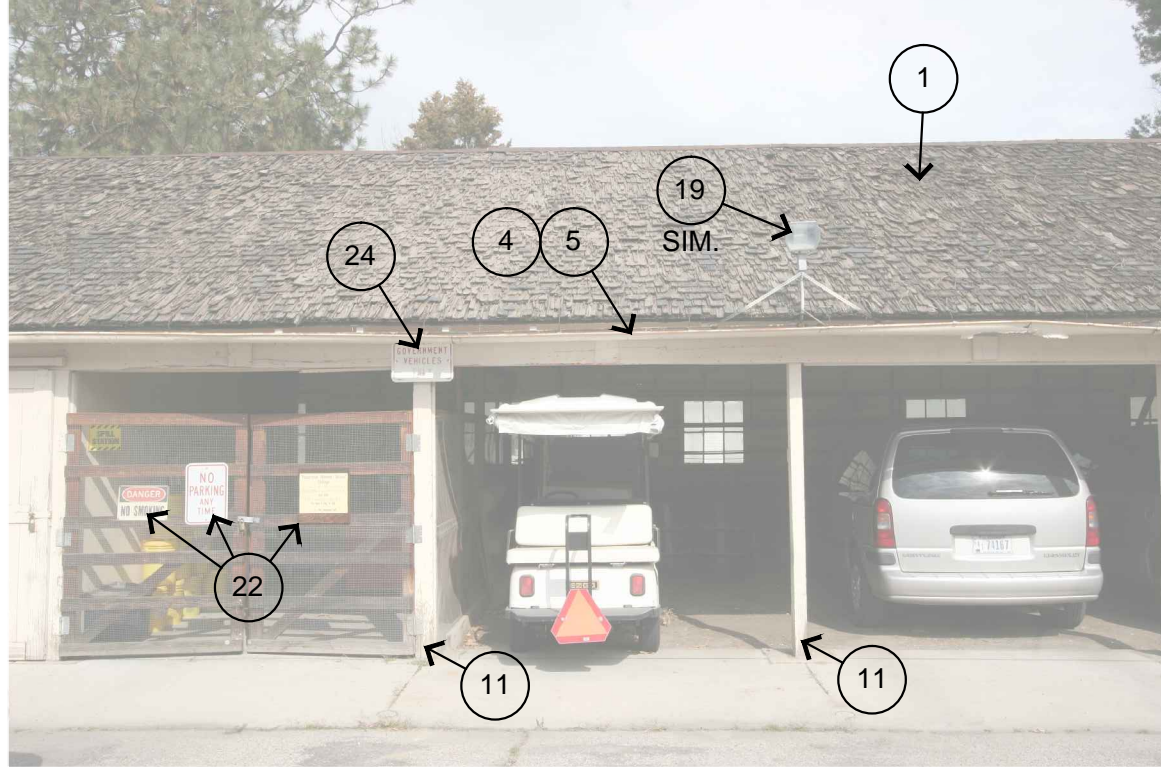
Δ B21-1C



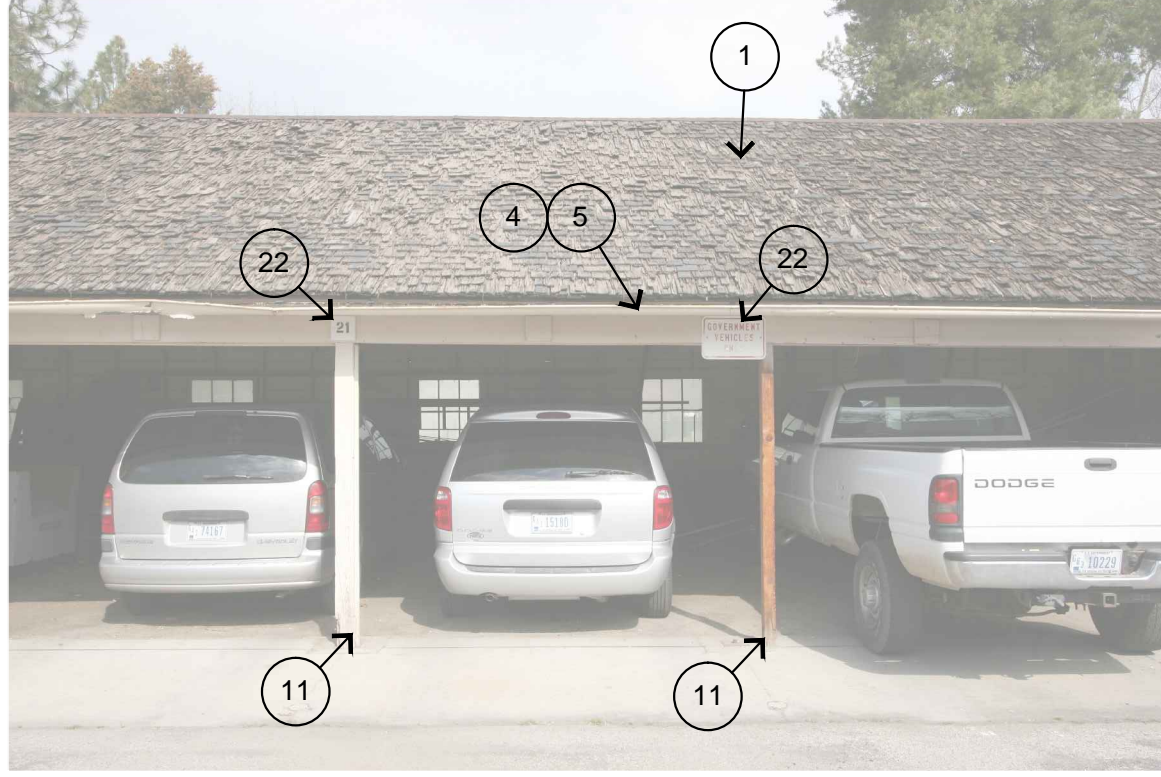
Δ B21-1D



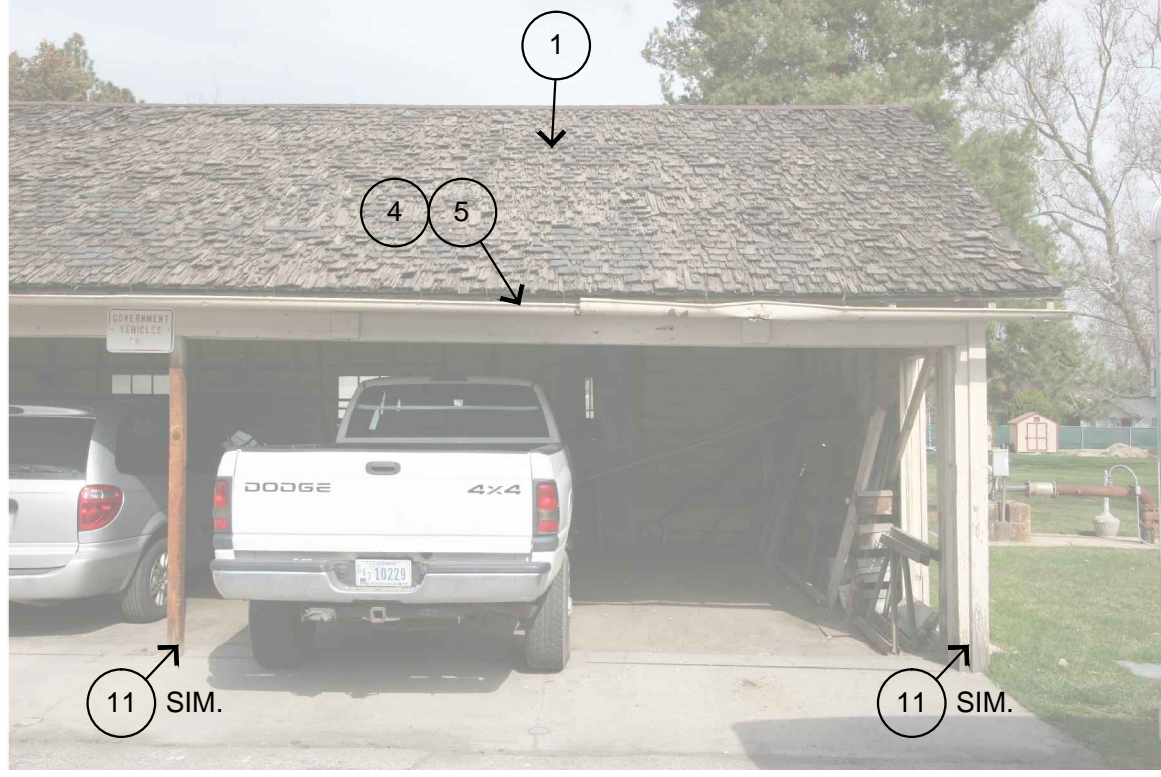
Δ B21-3A



Δ B21-3B



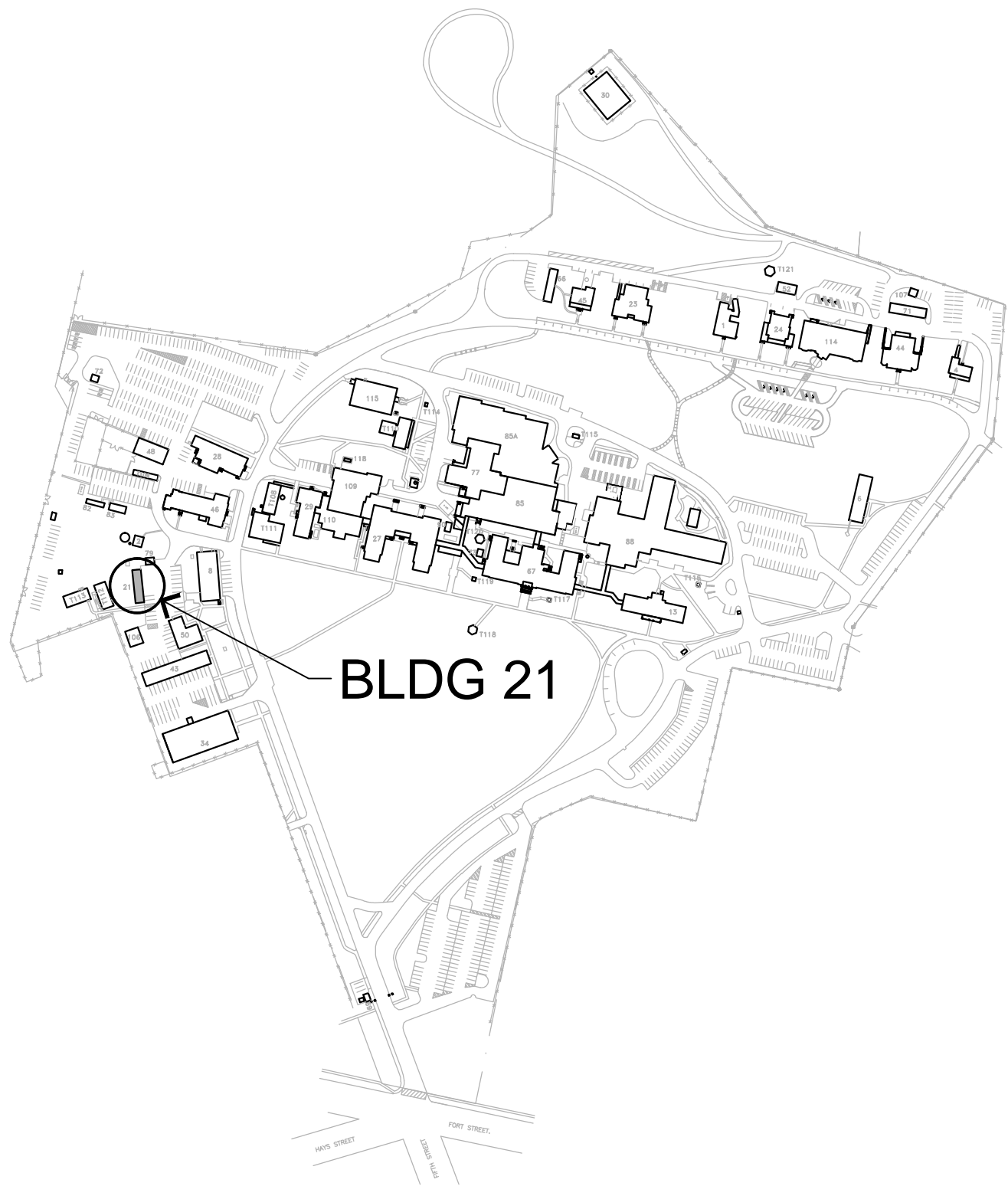
Δ B21-3C



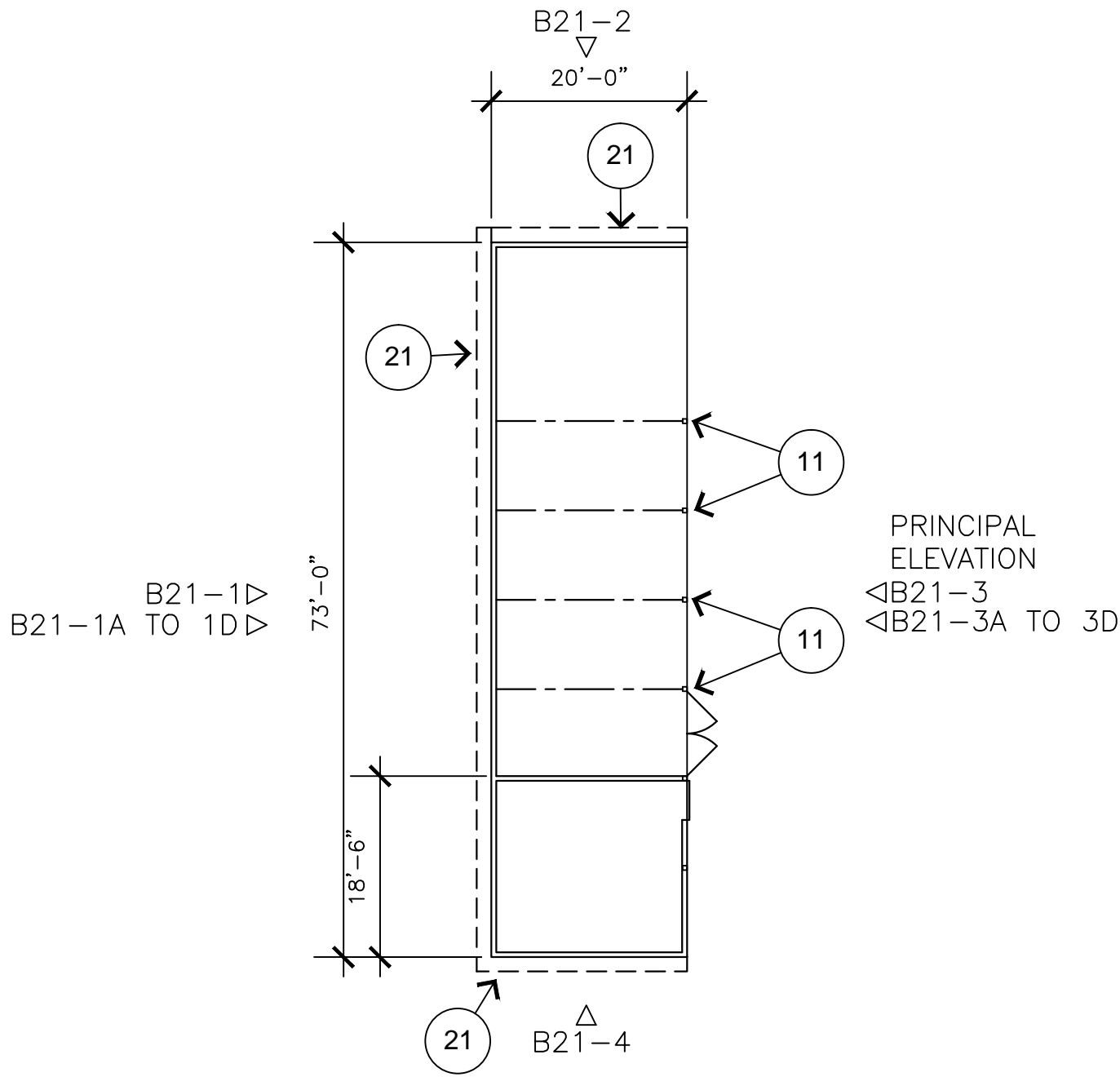
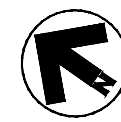
Δ B21-3D

KEYED SHEETNOTES

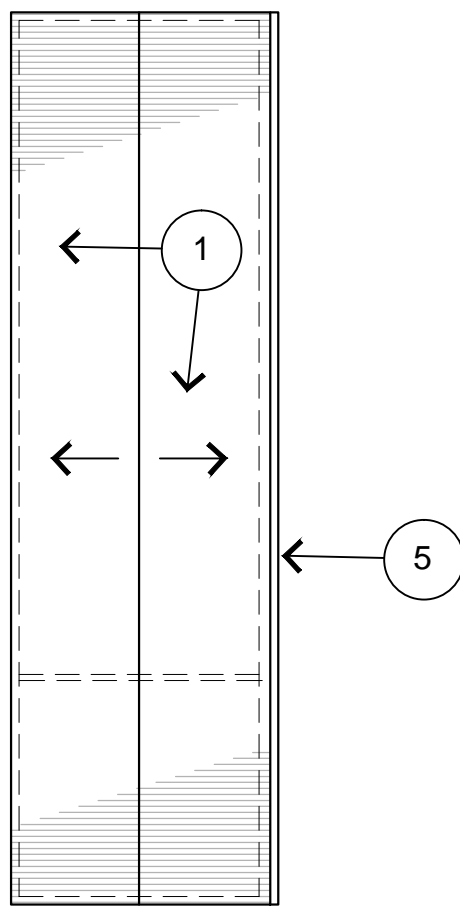
1. REMOVE ENTIRE EXIST'G WOOD SHINGLE ON SPACED 1x SHEATHING AND METAL FLASHING SYSTEM AT THIS ROOF – REPLACE WOOD SHEATHING AS REQUIRED AND INSTALL NEW ASPHALT SHINGLES – PRE-FINISHED SHT. MET. FLASH'G. PER SPEC.
2. NOT USED
3. REMOVE EXIST'G PAINTED WOOD EAVE BOARD – REPLACE W/NEW EAVE BOARD TO MATCH EXIST'G SIZE + PROFILE – PREP + PRIME WOOD SUBSTRATE AS REQ'D + PAINT AS SPECIFIED
4. REMOVE LOOSE PAINT @ EXPOSED SOFFIT + RAFTER TAILS – PREP, PRIME + PAINT AS SPECIFIED
5. REMOVE EXIST'G PAINTED SHT. MET. GUTTERS + DOWNSPOUTS – REPLACE W/NEW PREFINISHED SHT. MET. GUTTERS, CONDUCTOR HEADS + DOWNSPOUTS MATCHING EXIST'G IN DIMENSION, PROFILE + LOCATION – PROVIDE NEW PRECAST CONC. SPLASH BLOCK AT EACH DOWNSPOUT OUTLET TO GRADE
6. REMOVE DETERIORATED WOOD 1x8 BOTTOM BOARD – REPLACE W/NEW BOARDS TO MATCH EXIST'G SIDING SIZE + PROFILE – BACKPRIME ALL SIDING PRIOR TO INSTALLATION – PREP, PRIME + PAINT AS SPECIFIED
7. REMOVE DETERIORATED WOOD 1x8 SIDING + REPLACE W/NEW BOARDS TO MATCH EXIST'G SIDING SIZE + PROFILE – PREP, PRIME + PAINT AS SPECIFIED
8. REMOVE + REPLACE EXIST'G PAINTED CORNER BOARDS W/NEW CORNER BOARDS OF SAME SIZE + PROFILE – PREP, PRIME + PAINT AS SPECIFIED
9. REMOVE DOOR. REPLACE THRESHOLD.
10. REMOVE LOOSE PAINT + NAILS @ EXIST'G. 1x SIDING THIS ELEV. – PROVIDE MIN. 2-6d NAILS @ EA. STUD TO SECURE SIDING – PREP, PRIME + PAINT AS SPEC'D.
11. EXIST'G. WOOD 6x6 (+/-) POST – REMOVE LOOSE PAINT, PREP, PRIME, AND PAINT AS SPEC'D.
12. EXIST'G. WOOD FRAME GATE W/GALV. WIRE SCREEN FABRIC TO REMAIN
13. REPAIR DOORS: REMOVE LOOSE PAINT AT WOOD DOOR, AND FRAME – PREP, PRIME + PAINT AS SPECIFIED
14. REPAIR OR AT CONTRACTORS OPTION REPLACE EXIST'G. WOOD DOOR/ WINDOW TRIM: REMOVE LOOSE PAINT AT TRIM – PREP, PRIME + PAINT AS SPECIFIED
15. NOT USED
16. REPLACE WINDOWS WITH KOLBE SINGLE GLAZED FIXED UNITS (DIVIDED LIGHTS TO MATCH EXISTING)
17. NOT USED
18. EXIST'G PAINTED WOOD WALL LOUVER – REMOVE LOOSE – PRIME, PREP + PAINT AS SPECIFIED
19. MAINTAIN EXIST'G WALL MOUNTED UTILITY LINES IN WORKING ORDER – SCHEDULE ALL UTILITY LINE SHUT W/RESIDENT ENGINEER
20. MAINTAIN EXIST'G WALL/WINDOW MOUNTED EQUIPMENT IN WORKING ORDER – PROVIDE PROTECTIVE COVERS AS REQUIRED
21. REMOVE 18" WIDE STRIP OF BARK, LAWN + SOILS IN CONTACT W/WOOD SIDING DOWN TO 4" BELOW BOT. OF SIDING – REMOVE AN ADDITIONAL 18" WIDE BY 3" DEEP SECTION OF SOILS + REPLACE W/NEW 18"WIDE BY 6" DEEP WASHED, 3/4" MINUS, GRAVEL
22. EXIST'G. BLDG. SIGNAGE + FIXTURES – REMOVE + REINSTALL IN SAME LOCATION AS REQ'D. FOR RENOVATION WORK



OVERALL SITE PLAN



GROUND FLOOR PLAN



ROOF PLAN



REVISIONS	DATE


CAD FILE NAME:
XREF FILE NAME:

DRAWING TITLE
BUILDING NO. 21
SITE SURVEY DATA
APPROVED: DIVISION CHIEF
APPROVED: SERVICE DIRECTOR

PROJECT TITLE
PAINT AND REPAIR
PHASE III
BUILDING NUMBER
21
CHECKED
DRAWN
LOCATION
VAMC BOISE, IDAHO

DATE
02/01/2012
PROJECT NO.
531-09-104
DRAWING NO.
B21-1
DWG. 6 OF 29

